

[First Hit](#)      [Previous Doc](#)      [Next Doc](#)      [Go to Doc#](#)

End of Result Set

☐ [Generate Collection](#) [Print](#)

L4: Entry 1 of 1

File: JPAB

Jan 28, 1997

PUB-NO: JP409024150A

DOCUMENT-IDENTIFIER: JP 09024150 A

TITLE: MANAGEMENT SYSTEM FOR GAME CENTER

PUBN-DATE: January 28, 1997

## INVENTOR-INFORMATION:

NAME

COUNTRY

OBARA, MITSUTOSHI

OKAZAKI, MAKOTO

## ASSIGNEE-INFORMATION:

NAME

COUNTRY

DAIKOKU DENKI CO LTD

APPL-NO: JP08209625

APPL-DATE: August 8, 1996

INT-CL (IPC): [A63 F 7/02](#); [A63 F 7/02](#); [A63 F 7/02](#); [A63 F 7/02](#); [G07 F 7/08](#)

## ABSTRACT:

PROBLEM TO BE SOLVED: To reduce the total cost of the management system for a game center by making data on the number of game media capable of storing them in memory in such a state that the data is sorted out as parity return data and discount return data on all the game coupons, and giving priority to the execution of a release action by the game media in a loaning device, based on either of both data.

SOLUTION: When counting game media (pachinko balls) acquired by a pachinko machine player using the machine with the help of a counter 3, a game coupon (membership card) is set to the counter 3, the counted results are stored in a means to store the game coupon as data on the number of game media which corresponds to the identification code of the game coupon and also is classified as either parity return data or discount return data. In addition, when the game media are released to the player who uses the game coupons, the game coupon is set to a pachinko ball loaning machine 5, and the release action based on either of the parity return data or the discount return data of the data on the number of the game media, is executed preferentially over the release action based on the other data.

COPYRIGHT: (C) 1997, JPO

[Previous Doc](#)      [Next Doc](#)      [Go to Doc#](#)